

CLASSIC SYSTEMS & GAMES

MONTHLY

VOLUME 3, ISSUE 1

1993

GAME OF THE MONTH

RARE GAMES

"In other words, the rarer the game, the worse it is."

**LASER GATES
ATARI 2600**

**Q*bert
ATARI 5200**

**TOUCHDOWN
FOOTBALL
ATARI 7800**


**K. C. MUNCHKIN
ODYSSEY 2**

**GOLDEN AGE VIDEO
GAME MAGAZINES
UPDATE**

FOR
COLECOVISION®
& **ADAM™**
FAMILY COMPUTER SYSTEM

Guide No. 14367
**CARTRIDGE
INSTRUCTIONS**

No. 2832



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COLECO

FROM OUR EDITOR

There has been some thoughts recently concerning a classic video game get-together of sorts. As I mentioned a couple issues back, a gaming convention for all of us classic devotees would be a great event. Tim Duarte, editor of the great 2600 Connection, also finds the idea an excellent opportunity for all of us to meet, share thoughts, swap and play games, and just basically have a great time. Of course a considerable amount of time and thought will be required to coordinate such an event. It will also be quite difficult to accommodate everyone's schedule. Where the get-together takes place also has to be considered. But probably the biggest factor is, who will attend? This will be a chance for most of us to talk in person instead of through the mail. The possibilities of what we could do are endless. The early '80s are gone, but with a yearly get-together we can relive our most treasured memories of those great games and systems that touched all of our lives in some way. I ask everyone to write me with any ideas or comments on such an event. LETS DO IT!

JEFF

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TOPIC 2600

RARE GAMES

By Mark Androvich

In recently looking over my 2600 game collection and deciding upon which games to consider reviewing, I came up with the following theory: "The playability of a cartridge is inversely related to it's availability". In other words, the rarer the game, the worse it is.

This theory is based on (mostly) logical reasoning. If a game was good, you would expect that the public would purchase it. If the public purchased it, you would expect that the company who produced it would release more. If more copies were made, the game would therefore not be hard to find. Likewise, if a game was lousy, the public wouldn't buy it, the producer would not make more of them, and the game would thus be considered "rare".

Unfortunately, as with many theories, it fails to explain everything. For instance, a game such as Pac-Man was produced in large quantities and "gobbled up" by the public, despite being a terrible game. However, E.T. and Raiders of the Lost Ark, which were also produced in large quantities, were big failures with the public despite being enjoyable games. This theory also fails to account for games released shortly before the videogame market crash. Did the game become "rare" because: (a) nobody heard of it; (b) nobody had the chance to buy it; or (c) it was lousy? Would the same game have become successful if released a year earlier?

Still, this theory is generally a good one despite its shortcomings. Think about the 2600 games you play on a regular basis. If a friend came over for a few hours of gaming,

which games would you pull out? Chances are you would be playing hits such as Pitfall!, Kaboom!, Asteroids, Frogger, and Missile Command, which are hardly collectors items. It is interesting to note that in a recent issue of the 2600 Connection not a single person listed a "rare" game among their Top 10 lists.

So what is all the fuss over Chuck Wagon about? I have it, I've played it, and I think it's a terrible game. Despite all the titles available for the 2600, there were actually only a handful of great games. Quality titles were vastly outnumbered by low-budget klunkers from flash-in-the-pan companies. So, for me, a "rare" game is one sought after by collectors due to its limited quantities. A "rare" game is one which nobody remembers or includes in their "Top 10" list, but which holds its enjoyment despite repeated playing.

In recent years, I have found the following "gems" amongst the 2600 cartridge rubble. You won't find many of these games on want lists. Nobody will be demanding \$20.00 for them either, unless you tell the seller that you consider enjoyable games to be "rare". Yet I think you'll enjoy playing them much more than any of the so called "collectors items" out there. And after all, isn't that what this is all about?

Tapeworm (Spectravision)

Despite its unappetizing title, this game proved to be worth a second look. This game is deceptively simple. You must maneuver a worm through various screens to eat a certain amount of items. You cannot stop the worms

forward movement. You can control its direction however, and therefore must avoid hitting obstacles, boundaries, and your own tail. The worm grows larger as time passes, making it more difficult to maneuver. At the same time, you must avoid contact with a spider and a bird which appear periodically on the screen. You also have a limited amount of time to gobble each item-- the time it takes the spider at the bottom of the screen to reach the fruit on the other side. If the spider reaches the fruit first, the number of items left to eat increases.

The game lets you choose from 1 to 2 players, alternating, and from two different starting speeds. There are five different screens, some featuring barriers in different configurations and one which is pitch black. If you successfully complete all five screens, the game continues from the beginning. Contact with the walls, barriers, enemies, or your own tail costs you a life.

The various screens and random placement of the food items make this game addictive to play. The graphics are primitive, and the sounds are limited, but they do not complicate the basic premise of the game. The black screen presents a great challenge. You can't even see your own tail to avoid it. And if the spider beats you to the fruit, look out! You won't be given a glimpse of the location of the new items, and have to hope you accidentally run over them. Fans of Surround and the speeder-bike portion of the Tron arcade game will enjoy this one, as well as players who want a fast-paced coordination testing game.

Revenge of the Beefsteak Tomatoes (Fox)

Probably the strangest title of all the 2600 games, along with Communist Mutants from Space. This game is loosely based on the low-budget Attack of the Killer Tomato movies. In any event, you don't need to know

anything about the movies to enjoy this game.

You control what look like a syringe. At the bottom of the screen are three different colored blocks (yellow, pink and blue). At the top of the screen, colored blocks appear in random positions, also moving left or right. If you shoot one of them, your syringe turns the same color as the block. If you face the bottom of the screen and fire, a stationary block of that color appears in line with that specific color on the sides of the screen. The idea is to create three walls between you and the tomatoes at the bottom. If you can do this, the game speeds up and you'll start over again.

To make things interesting, tomatoes hurl at you from the left and right. Some of them fire at you. You can fire back and destroy them, but if you do so you will lose the block you were "carrying". You'll have to shoot another block before you can build the wall. Your shots cannot pass through portions of the wall you have already built. Instead, you will have to maneuver around existing blocks to shoot into an empty space to build the barrier. You cannot complete a wall until the one beneath it is completed. In addition, if you take too long to complete the barrier, tomato plants begin to grow. If you don't shoot them before they reach their full size, they will create another hole in the wall. Touching a tomato or plant, or getting hit by their shots, causes you to lose a life.

The graphics are very basic, and the sound is minimal. However, the action can be fast and furious. You can adjust the difficulty switches to create faster opponents, and the level of the game determines their starting speed. Incidentally, when you turn the power on it starts you at game #6. If you are just a beginner, you might want to start on a lower level first. Strategy plays a part in this game. If you create too much of the top yellow wall, for example, you will have to maneuver through holes in it to get to the bottom walls.

Frankensteins Monster (Data Age)

This game combines various elements from such titles as Donkey Kong, Journey Escape and Pitfall! into an enjoyable contest. The player must retrieve bricks from the bottom of the screen and bring them back to the top, avoiding such obstacles as ghosts, spiders, pits, and water. Once back at the top, the screen changes to a scene where the player must avoid bats while carrying the brick to the top of the screen where Frankenstein's monster is standing. If the player is hit by a bat, he returns to the bottom of the screen to begin again. Although there is no timer, the monster changes from white to green as the game progresses. If he turns entirely green before you are able to "wall him in" with bricks, the game ends.

The obstacles change as the game progresses. For example, the logs over the water change size and disappear. The bats in the second screen also become more plentiful and change speed and direction. The graphics are fairly good for a 2600 game, without annoying flickering, though not quite up to the level of your average Activision game. Sounds are minimal, consisting of bats screeching and occasional thunder. For a nice touch, when you lose the game the monster grows progressively bigger (as if he is approaching the screen) until the screen is entirely filled with green.

Maze Craze (Atari)

This is a simple game, with limited graphics and sound, in which two players race each other through a maze. What makes it a great addition to any videogamers collection is the variety of options available. You can select different speeds for both players,

from extremely slow to ridiculously fast. You can also use the difficulty switches to handicap only one player. You can select different levels of maze "visibility" up to and including a fully invisible maze. You can compete with another player to catch robbers, or you can have a variety of robbers chasing you. You can choose whether being hit by a robber kills or wounds the player. You can even lay down hidden blockades to confuse the other player. These different variations combine to give you a reported 256 different options, although since the 2600 generates a new maze every time, the variations are essentially limitless.

Maze Craze is a great two-player game. Even though you are competing with the second player, you can also decide to cooperate with him or her. When my Dad and I used to play, the first person to be eliminated would then yell out the location of the robbers for the remaining player. We would also warn each other not to turn down a certain dead-end passage. In some of the tougher variations, the game requires split-second decision making which led my father to coin the adage: "He who hesitates is squashed". For your best bet, play #6 which pits you against five robbers. Watch each robbers pattern carefully to try and anticipate which direction it will turn. As always, look far enough ahead that you don't become trapped in a dead-end. Another enjoyable variation is game #8 or 12, a capture game with blockades. Place your blockade in a strategic spot, race to the finish and watch the other player get lost in frustration. Though the speed and visibility variations are nice, you'll probably prefer to stick to normal speed and visibility.

Laser Gates

1983 Imagic

Designed by Dan Oliver

One Player/ Joystick

By Jeff Adkins

Side scrolling Defender type games are usually not my slice of pie, but for the past ten years since my wife so graciously picked up Laser Gates on clearance, I have dabbled into it here and there trying to reach the end of the game. Imagic games while not only being very colorful, also offer some of the most challenging games ever designed for play with the 2600. Laser Gates was one of the last games released by Imagic and is among the best in my opinion right up there with Moonsweeper and Fathom.

The main objective is to destroy all four Failsafe Detonators deep within the Cryptic Computer. By piloting a spaceship called the Dante Dart, the player comes across various forcefields, densepack columns, homing missiles, rock munchers, bats, & radar mortars (towers), in an attempt to reach and destroy each detonator. An instrument panel which takes up half of the on screen playfield, displays the score, energy count, shield unit count, and D-Time. Joystick control is basic. By keeping the ship on the far left along the computer caverns, the game scrolls from the right towards the Dart. But by flying nearer the right side the player comes upon the many obstacles more quickly and risks substantial damage in doing so. Yet in order to reach the third and fourth detonators it is a required strategy. The fire button shoots lasers from the Dart that eliminate the flying enemies and certain forcefields. The fire button can be held for rapid fire.

It doesn't matter how the ship is flown energy is used at the same rate. Along the way, usually halfway to each detonator, an energy pod will appear along the bottom of the cavern. It is extremely important to touch each pod in order to refill the energy level. Miss one and the Dart will eventually run out of energy and its game over. There is only one energy pod for each stage of the game. At the start of the game the

shield count is at 24 units. For every 10,000 points scored, six more units are added to the shield count. By coming into contact with enemies or other obstacles the shield meter diminishes. Flying into the top or bottom of the cavern, or getting hit by a shot from a rock muncher or radar mortar uses one shield unit. Colliding with anything else takes away six hard earned units. The D-time meter shows how long the player has to reach a detonator before it self-destructs. This meter depletes slowly during the first two stages. But during the third and fourth, its shrinks incredibly fast. When any of the meters run too low they will begin to flash red. When the shield meter flashes, one more run in with an obstacle ends the game.

The three different types of forcefields are: Flashing, Flexing, and Fixed. Flashing forcefields, as the name would indicate, flash on and off. Flexing ones open and shut trying to crush the ship. Fixed forcefields have small openings which the Dart must navigate through and move up and down or vice versa. The forcefields also appear in two forms, narrow or wide. Densepack Columns are solid grey walls that the Dart must shoot through to create an opening wide enough to fly through. Radar mortars are positioned like stalactites and stalagmites at the top and bottom of the computer cavern. The player must avoid the radar mortars fire and destroy them with return laser fire. Rock munchers look like pumpkins moving up and down also firing at the Dart. Lasers put these giant squashes out of commission too. Byte bats simply fly up and down in sort of an erratic pattern. Probably the toughest computer obstacles to deal with are the homing missiles. Sometimes they fly straight, at others they zoom in at an angle rapidly homing in on the ship. The missiles tend to come one after another. At times I've had up to 9-10 in a row. By learning to deal with these, the player will get far into the game.

Upon finally reaching a detonator, the player must shoot one of the four pins with laser fire. But caution should be taken due to the fact that some of the pins are booby-trapped. If the player hits a booby-trapped pin the screen will flash.

Doing so also costs shield units. Hit the same one twice and the Dart is wiped out. Once a detonator is destroyed D-time is reset for the next stage. The detonators are also grey with the numbers 6507 on the face. Scoring is as follows:

Shoot Radar Mortar	115 pts.
Shoot Rock Muncher	325 pts.
Shoot Byte Bat	330 pts.
Fly by Forcefield	400 pts.
Shoot Homing Missile	525 pts.
Destroy Detonator	6507 pts.

The game starts off scrolling slowly allowing the player to stay on the left side letting the obstacles come to the Dante Dart. After eliminating the first detonator the pace picks up. The forcefields, and flying enemies come upon the ship quicker as the cavern scrolls by with increasing speed. I prefer holding the fire button down for constant fire. In doing so, the player can hit enemies when they first appear with some shots. Timing and positioning the Dart through the psychedelic forcefields requires a little patience. Its best to stay left during the first two stages building up the shield meter by getting hit as few times as possible. For the third and fourth stages speed is critical. Don't rush early on. It's also a good idea to shoot ALL of the enemies in order to keep reaching the 10,000 pt. intervals for more shield units. You can never have enough!

Laser Gates has always been one of my favorites. It's another one of those games that appeared during the big game crash. If it would have been released a year or so earlier it would have been more than just a sleeper.

SUMMARY

Graphics- The colorful and crisp graphics that Imagic was known for is ever present. From the flashing of the forcefields, to the detail and movement of the enemies. The disintegration of the enemies with lasers is an excellent touch. All of the graphics shine on the 2600.

Sound- The variety of sounds makes the game

even better. Each forcefield has its own individual sound as do the flying enemies. Others include bumping the Dart into the top or bottom of the cavern, lasers, shooting or bumping into an enemy, hitting a booby-trapped pin on a detonator or destroying a detonator. The sounds compliment the graphics.

Gameplay- Starts off slow then gradually increases in difficulty allowing even novices an opportunity to enjoy the game. But it seems impossible to reach the fourth and final detonator. I have yet to do so. If anyone has, please enlighten me on the ending. There must be some sort of message or something upon finishing the game. Overall Laser Gates is a great game. Hats off to Dan Oliver for a fine effort!

RATING

Graphics	***1/2
Sound	****
Gameplay	***1/2
Review Score:	85,243

TIPS:

- > Be careful not to shoot any of the energy pods. There is only one along each stage.
- > When coming up on a densepack column, shoot through it completely before moving up or down with a slight touch of the joystick, then shoot through again. The opening will now be just wide enough to fly through.
- > High flying homing missiles can be dodged instead of shot by swerving down towards the bottom of the cavern when they get close.
- > If you hit a booby-trapped pin on the detonator, try another one. You don't want to get to the third detonator and hit one twice after getting that far into the game.
- > Be patient at the outset and an all-out kamikaze later on. Keep the shield meter up there.
- > If a bat or rock muncher gets to close and you can't seem to hit it, try moving towards the right past it then back to the left past it again with constant fire. This doesn't work against the homing missiles.

5200 FILE

Q*bert

1983 D. Gottlieb & Co.
5200 Version 1983 Parker Bros.
For One or Two Players

By Jeff Adkins

Very few video games can still be appealing to play after ten years. Q*bert, the hose-nosed, cube hopping, video game superstar of the early '80's can be considered one of those few. Its originality, progressively harder gameplay, and its crazy cast of characters and sounds make it one of the best video games of all time. Just about anyone who is a classic games fan has to have seen Q*bert on at least one of the many systems and computers it was adapted for.

Q*bert's main objective is simple enough. By hopping about a pyramid made up of 28 cubes, he must change the starting color of each cube to the destination color which is shown in the indicator on the left portion of the screen. But of course there are some other creatures roaming about the pyramid as well who enjoy nothing more than running into him. Players must help Q*bert avoid contact with the red and purple balls, Coily the snake (who hatches from the purple ball once it reaches the bottom of the pyramid and then tries to zero in on Q*bert like a homing missile), and Ugg and Wrongway both of which appear at the bottom cubes walking on the sides of certain cubes towards the top of the pyramid. Bumping into any of the aforementioned foes, or jumping off of the pyramid costs a life and the famous swear bubble appears above him as he lets out a garbled choice word. I can't count the number of times that I've added my own ungarbled choice words upon losing a life. Another nemesis Sam, appears at the top moving down changing cubes back to either starting or intermediate colors after Q*berts worked so hard to make them match the destination color. Sam is a royal pain in the

you-know-what. Q*bert can however eliminate Sam by jumping onto him. A green ball also shows up every so often and if caught all the other enemies, if any are frozen for a few seconds. During this time Q*bert can hop right through them.

One of the neat things I've always enjoyed about the game are the flying discs Q*bert can use to get rid of Coily. These are placed along the sides of the pyramid. For some reason its fun luring Coily near the edge and then at the last second Q*bert hops onto a flying disc and sending the springy snake plummeting downward. In doing so all of the other on screen enemies and the green ball are cleared from the screen. The flying discs should be used only after most of the cubes have been matched with the destination color. Its very good practice to try and see how long Q*bert can move from cube to cube before using the discs. It is also a required strategy on some of the different levels since there may be only two flying discs to use on certain rounds of each level.

Each level consists of four rounds. In level one the cubes colors are changed once. During the first level once a cube color is matched with the destination color it remains that color unless Sam hops on it thus changing it. But from level two on an intermediate color is added to each cube so Q*bert must jump on each cube a second time to match the target color. All the while contending with the other cube critters. Coily, Sam, and the various balls appear more frequently as play progresses, making the hosers job more difficult.. They also move faster as does Q*bert. The gradual increase in difficulty helps to make the game very addicting. During level 3 the cubes colors change back to the starting color if Q*bert or Sam jumps on them after they have been matched. From level four on the game gets very difficult. After matching a cube with the destination color upon reaching level 4, the color of the cube will be changed

back to an intermediate color if Q*bert hops on it a third time. There are nine levels in all to be challenged.

Moving Q*bert about the pyramid can be taxing at times using one of those modern engineering wonders, the 5200 joystick. Players must position the joystick in the desired direction and then press any of the side fire buttons to hop about from cube to cube. This takes some practice to get used to. By simply keeping a side button pressed Q*bert will move about quickly by moving the joystick as well. It is important to let go of the fire button at times so Q*bert stops. Keeping it depressed keeps him hopping about sometimes right off the edge. This can be very frustrating at times with that fine piece of craftsmanship, the 5200 joystick. Other than this major downfall the 5200 version of Q*bert is very well done and fun to play. As far as play control is concerned both the Colecovision and 2600 adaptations are superior. But it really does not matter which system or computer gamers play Q*bert on, it's fun to play it on any of them.

SUMMARY

Graphics- A little better than the 2600 Q*bert due to the fact that Ugg & Wrongway are included. All of the characters have their own individual movements and personalities. The different colors help to make the game appealing. The flying discs spin as they float on the sides of the pyramid.

Sound- The variety of sounds and music excel on the Super System. These include Q*berts hopping from cube to cube, bumping into any of the enemies, Sam changing the cube colors, and of course the garbled swear bubble voice.

Gameplay- If you can get used the frustration of using the 5200 joystick, Q*bert can be somewhat enjoyable. It's responsive enough, but sometimes it responds by moving Q*bert the wrong way selected. If the 5200 joystick worked as well as a 2600 joystick it could have been the best version. But as Q*bert says " !#? ".

RATING

Graphics **
Sound ***
Gameplay **

Review Score: 96,275

Level 5, Round 1, Game 3

TIPS:

> The balls and Sam first appear on either of the two cubes below the top of the pyramid. Caution should be taken when trying to match these two cubes with the target color. Only two balls will be on screen at once. When there are, it's the best time to jump on those two cubes.

> Use the very top cube as a safe spot when needed.

> Make sure Coily is near when using a flying disc. Jump on one too soon and Coily won't be lured off.

> Go for the green ball only when it is near and you have a good chance of grabbing it, especially during higher levels. Moving from one side of the pyramid to the other trying to get it usually results in a mishap.

> Try to clear a round as quickly as possible. Remember that the enemies appear more frequently as the game progresses.

> Use all of the flying discs if possible. Luring Coily off is worth much more than unused discs.

Game Selection

Game # 1 One player, begin with 5 Q*berts

2 " " , begin with 4 Q*berts

3 " " , begin with 3 Q*berts

Games 4 - 6 are the same but two players.

Scoring

Matching destination color- 25 pts. per cube

Change cube to intermediate color- 15 pts.

Catching Sam- 300 pts.

Catching green ball- 500 pts.

Luring Coily off- 500 pts.

Unused Discs- 50 pts. for each

Bonus points- 1000 pts. for round one. 250 pts. are added to the completion of each successive round, up to 5000 pts.

Bonus Q*berts- Games 1, 2, 4, & 5, one at 8000, then at every 14,000 points more (22,000, 36,000 etc). Games 3, & 6, one for every 14,000 scored.

THE 7800 SPOTLIGHT

Touchdown Football

1985 Electronic Arts

1988 Atari

One or Two Players

Reviewed by Mike Schiela

Hut One, Hut two, HIKE!! The quarterback fades back, gets set to throw, ... CRUNCH! He's hit by a lineman and fumbles the ball. The lineman picks up the ball and runs it in for six. YEEHAA!

Well, in Touchdown Football there are no fumbles, but I needed a snappy intro for this review. Touchdown Football is a decent football simulation by Electronic Arts. There are six players per team. The offense consists of three linemen, two receivers, and the quarterback. On defense you get three linemen, one linebacker, and two safeties. It's not a full team, but for this game it's still effective.

There's a wealth of formations to choose from. Eleven for both offense and defense. Players also get nine passing patterns and three blocking patterns.

Some of the options to choose from are:

Player vs. Player

Player vs. Computer

Demo Mode (Computer vs. Computer)

5, 10, or 15 minute quarters

There is also a game delay penalty. By not selecting a play within thirty seconds, players incur a five yard penalty.

The passing game is easy to figure out but hard to master. Choose a formation, pick patterns for the receivers, blocking patterns for the linemen, then press the button to hike the ball. You then fade the QB back a few steps and pass. To pass, press the button once to throw to the receiver on the near side of the field, twice to the one on the far side. After the QB releases the ball, you then take control of the chosen receiver. This is where one of the game's biggest flaws comes in. Due to the choppy scrolling and sluggish controls, it's hard to get your receiver in position to catch the ball. It's not impossible to master, just frustrating.

Running plays are a breeze. Pick a formation, set your receiver patterns (you might want to

have one of them block), choose the blocking patterns and hike the ball. Run the quarterback through holes in the line or sweep to the outside. If you get past the line of scrimmage the on screen player gets an extra burst of speed.

Players can also punt, kick field goals, and by scoring a touchdown boot it in for the extra point.

On defense, just pick a formation, then use the linebacker to sack the QB or cover a receiver. The only defensive penalty is five yards for being offside. You can choose offensive and defensive audibles if you don't like the other team's formation or just want to keep them on their toes. If you wish to conceal the play being chosen, hold down the fire button as you go through the plays then release it when you've found your play.

Some of the other interesting features include touchbacks & safeties, kick blocking, and switching sides after every quarter. The computer picks up on your offensive play calling tendencies, so mix up your plays.

The graphics for this game are serviceable at best. The players don't look much different from the players in the 2600 Real Sports Football cart. You do get one referee (who does precious little), a cheerleader when you score (no you don't score with the cheerleader), and your player does a little jig when he scores a TD. The sounds are so-so. Some music, some crowd noise and little "thunks" when tackling an opponent. The gameplay is pretty good. It can be improved on but since this is the only football title for the 7800, it will have to do. Overall this is a must have for football freaks. But for anyone else, you might not have the patience to adjust to the choppy passing game.

RATING:

Graphics **

Sound **

Gameplay ***

Review Score: 55-0 vs. computer

TIPS:

> Memorize the receiving routes. When the QB throws the ball, it will usually be at the end of those routes.

> Don't blitz too often. It will leave your opponents receivers wide open.

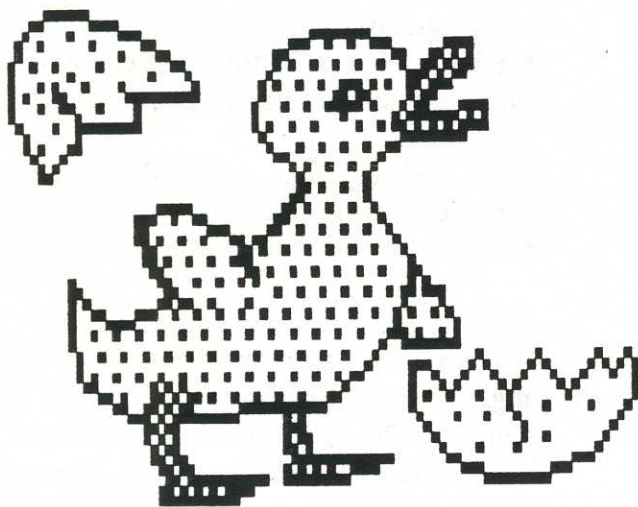
> Use the linebacker to cover the receivers. Good coverage leads to sacks by the linemen.

EGGHUNT UPDATE

Decathlon (2600)

By using the well-known pole vault trick, after clearing heights over 7', the mat (and later the bar) will start to disappear. After 9.8' the height meter resets to 0.0. If you keep playing, the game will usually "lock up" between 3.3' and 4.6'. "Harry" will then take an impressive victory lap around the stadium- by floating!

To get really high scores, try using an Atari Trak-Ball (CX 80) set to TB mode. You'll find that the score counter can't "handle" a score of 20,000 or higher because the "1" (in 10,000) will still be there. (Scott Stilphen)



Spy Hunter (Atari 8-bit computers)

After backing out of a weapons van, go right instead. You'll be able to drive through the trees and even go off the "screen" into the right margin! Once there, the timer will stop and the helicopter won't be able to get you. Whenever you're ready to play again, just drive back over onto the road and the timer will start again. (Scott Stilphen)

Contest Winners!!!

The winner of the Video Creature Word Search after a drawing is Kevin Oleniacz of Digital Press fame. He wins a 1/2 years subscription to CS& G. The two hidden bonus titles were SSSnake (2600), and Turtles (Odyssey 2). There were a number of correct entries. Thanks to everyone who entered and congratulations to Kevin!

The winner of the Odyssey 2 Challenge is Johnnie Cronin III. Ben Hutchins will be sending him an Odyssey 2 cartridge. Great job Johnnie! The answers to the challenge are as follows:

- 1) There are 9 voice supported games. These are: Attack of the Timelord, K.C.'s Crazy Chase, Killer Bees, Nimble Numbers Ned, P. T. Barnum's Acrobats, Sid the Spellbinder, Smithereens, Turtles, and Type n Tell.
- 2) The Odyssey 2 took the big plunge in 1983.
- 3) Quest for the Rings was the first of the Master Strategy Series to be released during late 1981.
- 4) P. T. Barnum's Acrobats is the Circus Atari Clone.
- 5) Imagic released Atlantis and Demon Attack for the Odyssey 2 here in the United States. Parker Bros. released Frogger, Popeye, Q*bert, Super Cobra and possibly some others in Europe only.
- 6) UFO was voted best Sci-fi game in 1982 by Video Magazine and received honorable mention for Video Game of the Year.
- 7) Dynasty is based on the ancient Chinese game, GO.
- 8) Math-a-Magic/ Echo allows players to solve math problems.

The Holiday issue will feature yet another of Professor Vids exams. So get those thinking caps on! The prize will be a somewhat hard to find 2600 game. Stay Tuned.

COLECOVISION SKILL LEVEL

GAME OF THE MONTH

Tarzan

Reviewed by Al Backiel

Once upon a time, Taito came out with a coin-op called "Jungle King". It featured an apeman who swung across the jungle on vines. Apparently this was a little too close to Tarzan (A.k.a. The King of the Jungle). The estate of the author (Edgar Rice Burroughs) sued and forced Taito to back down. The game was renamed "Jungle Hunt" and the main character was changed to a jungle hunter complete with pith helmet and shorts. Most of the initial effect was lost. A hunter or explorer would be unlikely to be swinging through the trees. Coleco was careful to get the rights to Tarzan and there is a title screen giving credit to the source.

Tarzan has some of the best graphics I have ever seen on the Coleco system. The jungle looks like a jungle and not like a forest. The apes are rounded and not blocky. The temple screen is a work of art. The vines even have some detail. Obviously they did their homework and spent some time on this cart. The scenery looks beautiful.

The object of the game is for Tarzan to rescue his tribe of apes before they wind up in some zoo. There are good apes (caged) and bad apes (attacking). The first ape that you'll rescue is your pal, Nkima the monkey (Whatever became of Cheetah?). Nkima will then tag along for the ride and warn Tarzan of impending danger. That is, until he becomes distracted by a bunch of bananas. Many obstacles will be placed in your path. If you get hit by any of these, you will be robbed of your strength (bar graph) and be momentarily stunned. Beware of Bolgani the

gorilla, Histah the snake, Gimla the crocodile, hunters shooting rifles, the Flaming Idol, the Beastmen (sounds like a rock group) and the infamous pit traps. Whew! The only way to defeat the crocs and snakes is to fall on them, but this is too risky.

Controller

Running-left or right on trees, ground.
Climbing-Up/ Down/ Diagonal.
Leaping-right side button & directional.
Swinging-leap to vine to create arc.
Punching-left side button in direction facing.
Swimming-leap into and out of water & directional.
Jungle Yell-any digit, can be done anytime.
Save it for triumphs.
Pause Feature-hit * to pause, repeat to continue.

Generally it is safer if you travel thru the trees. The traps are strewn all over the jungle floor and so are the majority of the enemies. The final screen of each round is the Temple of the Flaming God. There are 5 steps in which you must fight to release the apes whilst dodging any fireballs shooting from the eyes of the Flaming Idol. When you are on the next to top step, the idol lashes out with fiery tongue. You must time your final assault to the top step, move out of the way and let out the famed Tarzan yell (actually a reasonable facsimile) and the door will open to the next round. The only fault I could find with this game is that the controller sometimes feels a bit sticky as far as reaction time. Possibly the Super Action Controller might be better, I don't know. All in all, I guarantee you'll have a "swinging time" with this one.

Skill Levels - One Player Only

Skill 1 - Easy - Suitable for beginners & youngsters. Progressively harder.

Skill 2 - Longer route - Faster and more dangerous enemies lurking.

Skill 3 - Arcade challenge.

Skill 4 - Longest Route and fastest enemies.

Scoring

Freeing captured ape2,000 points.

Stunning Beastman500 pts.

Stunning Bolgani750 pts.

Eliminating Histah1,000 pts.

Eliminating Gimla1,500 pts.

Bonus

Freeing all apes 1,000 pts. per life
& defeating Flaming Idol- segment left over.

TIPS:

- 1) You will make every swinging jump to a vine if you make sure you're on the far side of the tree and your feet aren't lower than the bottom of the vine. Keep your control stick to the right. When trying to jump to another vine, hit the right side button at the peak of the arc.
- 2) You can build up your point total repeatedly by standing your ground and letting the gorilla walk into your fist and knocking him back. It gets boring doing this after awhile. It is more fun knocking him into the water to get rid of him. I think it is more fun concentrating on completing the level.
- 3) Avoid getting near the XX symbol which warns of the snakes presence.
- 4) To get free up the hanging cages, punch as soon as you land.

5) If a gorilla is coming at you from across the screen, wait for him. He will show you if there are any hidden pit traps.

6) At the temple, climb the vines on steps 1 - 3 & 5. Use the swinging vine to get step 4. Keep punching & advancing to get the beastmen out of your way. You can jump over them and the cracks if need be.

7) On the Nkima cage screen, jump onto and off the centerpost. The base usually has pit traps (shades of E.T.). Time yourself to climb between shots. Punch out hunter if it's not too risky.

8) The crocodile may be outswum, if you get a good jump and cross quickly across from the back of the water.

Review Scores

Skill 1 - 148,750 4th level

Skill 2 - 89,750 3rd level

Skill 3 - 62,750 2nd level

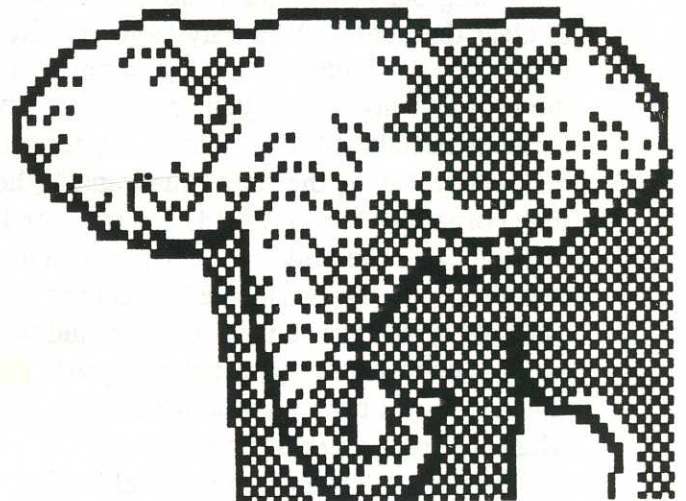
Skill 4 - 19,500 1st level

RATING

Graphics *****

Sound *****

Gameplay *****



ODYSSEY OUTPOST

K.C. Munchkin

1981 Magnavox

One Player

Reviewed by Ben Hutchins

K.C. is a fuzzy little blue munchkin with antennas. He races around a maze gobbling up dots and avoiding Munchers which look quite a bit like the ghosts from Pac-man. In fact, everything in this game looks like Pac-man. Yes it's another clone game! Atari thought the game so much resembled Pac-man that they sued Magnavox in 1982 for infringing a copyright. Atari won but Magnavox subsequently came out with an improved K.C. Munchkin game called K.C.'s Crazy Chase.

The player only has to gather 12 dots which float about the maze. Three Munchers will try to stop K.C. from collecting all of the dots. There is also four blinking dots which when eaten allow K.C. to turn the tables and attack the Munchers. Just like Pac-man, the Munchers return to the center to power up. The center box always has one way in and this opening rotates clockwise with a total of four different opening locations.

As you eat more and more dots, the remaining ones speed up making it difficult to clear the board. You only have one life, lose it and it's game over. If you can beat the previous high score you can type in your name or initials at the bottom of the screen.

In games 4 & 7, the four "quadrants" (the four corners of the playfield) are separated by the box in the middle. So when you want to travel from the NE to the SW corner for example, you have to enter the box and wait for it to open on the quadrant you want. This is helpful because it slows down a Muncher from powering up.

Games 6-9 are the invisible levels. That

is, when K.C. moves the walls disappear. But when he stops, they reappear.

My favorite option is the programming option. By pressing "P" on the keyboard, the programming screen will come up. You can press in letter, number coordinates along with the Clear and Enter keys to create your own maze.

In my opinion, K.C. Munchkin is a great game that is similar to Pac-man but contains enough differences to make it worth owning. Definitely recommended for any Odyssey 2 fan.

SUMMARY

Graphics- Excellent for an Odyssey game. Imaginative, with K.C. looking as lively as ever. The munchers and dots are crisp and fast moving.

Sound- Sounds include K.C.'s gobbling as he moves about eating dots and Munchers, and when he dies.

Gameplay- Excellent in rounding corners and maneuvering about the maze. The only drawback is travelling down a corridor in the maze and reversing direction. There is a slight delay. Learn to compensate for the delay to become an adept K.C. expert!

RATING

Graphics ***1/2

Sound **

Gameplay **

Review Score: 520

CLASSIFIEDS

FOR SALE/TRADE LIST 10/25/93

Used 2600 Games \$2.00 each.

Adventure, Air-Sea Battle, Amidar, Armor Ambush, Astroblast, Asteroids, Barnstorming, Basketball, Berzerk, Bowling, Breakout, Centipede, Cosmic Ark, Dark Cavern, Defender, Dodge'em, Donkey Kong (Coleco), E.T., Football, Freeway, Frogs and Flies, Frogger, Haunted House, Home Run, Ice Hockey, Jungle Hunt, Laser Blast, Missile Command, Night Driver, Pac-man, Pitfall!, Q*bert, Raiders of the Lost Ark, Real Sports: Baseball, Football, River Raid, Sky Jinks, Space Attack, Space Invaders, Starmaster, Star Wars: Empire Strikes Back, Street Racer, Super Breakout, Vanguard, Video Pinball, Warlords, Yars Revenge. Sears: Asteroids, Missile Command, Pong Sports, Target Fun.

\$3.00 2600 games (used):

Megamania, Midnight Magic, Moon Patrol, Ms. Pac-man, Pele's Soccer, Robot Tank, Star Raiders (includes instructions & touchpad).

Boxed 2600 games (used in good shape) \$4 each
Donkey Kong, Pitfall!, Soccer (M-Network).

New 2600 & 7800 games \$5 each

2600: Jr. Pac-man, Jungle Hunt, Millipede, RS Football.

7800: Choplifter, Food Fight, Galaga, Karateka. Items & Games For Trade Only!

2600: Alien, Artillery Duel/Chuck Norris Superkicks (Xonox Double-Ender), Basic Programming (includes keyboard controllers, overlays, and inst. book), Brain Games, China Syndrome, Cookie Monster Munch, Cosmic Commuter, Crossforce, Entombed, Frogger II: Three Deep, Frontline, HERO, Ice Hockey (Blue Label), Laser Gates, Miniature Golf, Picnic, Planet Patrol, Plaque Attack, Pooyan, Porky's, Pressure Cooker, Shark Attack, Slot Machine, Space Chase, SpaceMaster X-7, Spelling (Sears), Spitfire Attack, Stargate, Starship (03), Stellar Track, Tapper, Tax Avoiders, Taz, Time Pilot. 5200: Buck Rogers, GORF, Star Trek, Star Wars: The Arcade Game, Super Cobra, Wizard of Wor.

Colecovision: Cabbage Patch Kids: Adventures in the Park, Destructor, Dukes of Hazard, Nova Blast, Pitstop, Smurf Rescue, Space Panic, Squish'Em, Sub-Roc, Turbo, Victory, War Games, War Room, Zaxxon. Intellivision: Advanced Dungeons & Dragons: Treasure of Tarmin, Dragonfire. Channel F: Nos. 1,9,12. Odyssey 2: Quest for the Rings. Starpath Supercharger, Keyboard Controllers, Intellivision System, Colecovision System. Instruction Books, Catalogs etc. \$1.00 each
2600: Atari: Air-Sea Battle, Asteroids, Backgammon, Basketball, Battlezone, Berzerk, Breakout, Casino, Centipede, Circus Atari, Concentration, Dark Chambers, Defender, Demons to Diamonds, Desert Falcon, Dig-Dug, Donkey Kong Jr., E.T., Football, Galaxian, Haunted House, Home Run, Joust, Jr. Pac-man, Jungle Hunt, Kangaroo, Mario Bros., Maze Craze, Midnight Magic, Millipede, Missile Command, Moon Patrol, Ms. Pac-man, Night Driver, Pac-man, Pele's Championship Soccer, Phoenix, Pole Position, Real Sports: Baseball, Football, Tennis, Volleyball, Slot Racers, Solaris, Space Invaders, Star Raiders, Street Racer, Super Breakout, Swordquest: Earthworld, Vanguard, Video Checkers, Video Olympics, Venture, Warlords, Yars Revenge. Atari Force Comics Nos. 1, 2, 3, 4. Catalogs: 1980 (D) blue, 1981 (C) green, 1981 (D) red, 1982 (E) red.
Activision: Chopper Command, Fishing Derby, Grand Prix, Ice Hockey, Kaboom!, Megamania, River Raid, Robot Tank, Seaquest, Sky Jinks, Stampede, Starmaster. Catalogs: Early 1982 (Purple), Winter 1982, Winter/Spring 1983, Fall/Winter 1983, Winter/Spring 1984. M-Network: Astroblast, Frogs and Flies, Lock'n'Chase, Space Attack, S.C. Football, Catalog. Imagic: Atlantis, Riddle of the Sphinx, Star Voyager, Trick Shot, Catalog.
Coleco: Carnival, Donkey Kong, Mouse Trap, Venture, Catalog. CBS: Blueprint, GORF, Solar Fox, Wizard of Wor. Parker Bros: Frogger, G.I. Joe Cobra Strike, Popeye, Spiderman, Super Cobra, Tutankham, Catalog.
Apollo: Space Cavern, Catalog. Epyx: California Games, Winter Games. Sears:

Baseball, Space Invaders, Target Fun.
Froggo: Sea Hawk, Spiderdroid.
Miscellaneous: Journey Escape (Data Age),
Space Jockey (U.S.), Title Match (Absolute).
5200 Inst. Books: Centipede, Frogger, Jungle
Hunt, Ms. Pac-man, Pac-man, Q*bert, Qix, Real
Sports: Baseball, Football + Playbook, Soccer,
Star Raiders, Super Breakout, Vanguard,
Owners Manual. 7800 Inst. Books: Ace of
Aces, Planet Smashers, Robotron: 2084,
Touchdown Football, Xenophobe, Xevious.
Channel F/Fairchild Catalog. Intellivision
Game Cartridges \$2.00 each. Games come with
box, inst. book, & overlays. Armor Battle,
Astrosmash, Burgertime, Major League
Baseball, NFL Football, NHL Hockey, Las
Vegas Poker & Blackjack, Sea Battle, Space
Armada, Sub Hunt, Tennis, Triple Action.
Loose Carts \$1 each, no inst., box, overlays.
Beauty & the Beast, NBA Basketball,
Nightstalker, Poker & Blackjack, Skiing,
Snafu, Space Battle. Inst. Books:
Burgertime, Donkey Kong, Space Hawk, Triple
Action, Vectron, Catalog..

Please enclose 50 cents per cart for postage.
It might be better to call to see if listed
games are available. By mail please list
alternatives. Thank You! Jeff Adkins, 11
Windsor, Attica NY 14011. (716) 591-1519
after 5 pm.

Wanted: Fairchild: 19, 23 - 25, K-1
Keyboard Cartridge, Demo(s); Studio II: Tester,
Demo(s), Gunfighter, Hockey, Speedway, Fun
with Numbers; Telstar Arcade 2: 4+;
Microvision: Baseball, Cosmic Hunter,
Shooting Star, Vegas Slots; Arcadia 2001:
Funky Fish, Grand Slam Tennis, Pleiades,
Space Vultures; 7800: Pyromania. Vectrex:
Animation, Spike; Odyssey 2: Non-U.S.
releases; Bally: 3rd party stuff, Conan, Creative
Crayon, ZGrass; 5200: Gremlins, Masterplay
Interface, Meteorites, Quintana Roo, Zaxxon;
Intellivision: Body Slam, Congo Bongo,
Defender, Fathom, Frogger II, Learning Fun II,
Popeye, Spiker, Super Cobra, Turbo,
Tutankham; Colecovision: Alcazar, Bumpman,
Boulder Dash, Evolution, Motocross Racer,
Q*berts Qubes, Tomarc, Wing War, Zenji;

2600: Double Dragon, Ikari Warriors,
Jawbreaker, Marine Wars, Motorcross Racer,
Moto Rodeo, Ram It, Rescue Terra 1, River
Patrol, Robin Hood/Sir Lancelot, Snoopy,
Springer, X-Man; Systems: APF, Entex,
Gimini, Palmtex, Starting Line-up, foreigners;
lots of other games, docs, etc., etc. Russ
Perry Jr. 5970 Scott St., Omro WI 54963,
(414) 685-6187.

Want to trade, buy, and sell
Atari 2600, 5200, 400/800/XE, Coleco, Intv,
Odyssey 2, Channel "F", Vectrex, Bally, &
Master System. Have over 1000 extras, over 250
Atari 2600 titles. Send me your list and I'll send
mine. Wayne Dunphy "Games Scrounger" 3664
Kolstad Rd., Eagan MN 55123. Phone (612)
454-9588. (4)

Wanted: 2600 Carts: Beamrider,
Quadrun, Gremlins, Up n Down, Custers
Revenge, Polaris, Submarine Commander, plus
others. Colecovision carts needed: Evolution,
Nova Blast, Sammy Lightfoot, Mr. Do's Castle.
Intellivision carts: Tower of Doom, Super Cobra.
Odyssey 2: Pachinko, Killer Bees. Vectrex:
Spin Ball, Pole
Position. Instructions needed (original or
photocopied): 2600: Robin Hood, King Kong,
Steeplechase, Subterranea, Escape from the
Mindmaster. Coleco: Frogger II, Burgertime.
Plus other carts and instructions needed for
above systems and other not mentioned
systems.

For Sale: 2600 systems, accessories and over
140 different carts. Colecovision systems,
Accessories and carts. Also Odyssey 2
systems and carts, Intellivision system and
carts. Plus 5200, 7800 carts. Plus
photocopied instructions for many 2600,
Coleco, Intel, Vectrex and Odyssey 2 carts.
Willing to trade. Ron Milford 64 B Street,
Avenel NJ 07001. (908) 636-6809. (2)

For Sale: Video games for Atari 2600, 5200,
7800, Colecovision, Vectrex, Intellivision,
Sega Master system, Nintendo 8-Bit Famicom.
Many hard to find and rare titles available.
Write for current lists. Edward Villapando,
13525 Utica St., Whittier CA 90605. (2)

Wanted: Track n Field, Incredible Hulk both for the 2600. Absolute top prices paid! Contact Mike Schiela 5417 Akron St., Philadelphia PA 19124 (215) 744-0133. (2)

For Sale or Trade: Over 200 games for classic systems. 2600, 5200, 7800, Colecovision, Odyssey 2, and Bally. Fairchild & Odyssey 2 systems, excellent condition, \$20 each. Controllers and power adaptors for all systems. Will exchange lists. Earl Carsner, 738 N. Bermuda St., Mesa AZ 85205.

For Sale/ Rare: Vectrex, approximately 20 games all with overlays, docs and boxes, 3-D system with 3-D games: Crazy Coaster, Narrow Escape and 3-D Minestorm, Vectrex carrying case, Vectrex cover, & extra controller, all in mint condition. Original owner- adult handled- no children handling. All with original boxes, receipts, original Vectrex sales literature. Serious inquiries PLEASE! Accepting best offer over \$400/ sold as set. Ed Worg, 1801 Ramon St. Lemon Grove CA, 91945 (619) 698-3151. (2)

Wanted: Entex Adventurevision, Emerson Arcadia, RCA Studio II, Entex select-a-game. Al Backiel 253 Rock Rd. Ridgewood NJ 07450.

Wanted: Odyssey 2: Computer Intro, Conquest of the World, Killer Bees, Nimble Numbers Ned, Powerlords, Sid the Spellbinder, Take the Money and Run, Great Wall Street Fortune Hunt, Type n Tell, Volleyball, Atlantis, Demon Attack; 7800: Basketbrawl, Commando, Cracked, Fatal Run, Fight Night, Ikari Warriors, MotoPsycho, Scrapyard Dog, Winter Games, Double Dragon, F-14 Tomcat, F-18 Hornet, Pete Rose Baseball, Title Match, Water Ski; 2600: Many games needed (just starting 2600 coll.); Intellivision: Demon Attack, Chess, Chipshot Golf, Dig-Dug, Diner, all 4 D&D games, Learn Fun 1&2; Mindstrike, Q*bert, River Raid, Turbo, Utopia, Zaxxon, others. Also looking for hardware: Atari 5200 system, Fairchild system, Arcadia system, Vectrex system, Studio II system, Sega Master System, Intellivoice, 2600/ 7800 lightgun and Coleco 2600 adaptor. Will buy or trade! Write to Ben Hutchins, 541 Woodland Drive Bellefontaine Ohio, 43311. (2)

Golden Age Video Game Magazine Update

Here are some additions and corrections on Al's article in our last issue.

- 1) Title: Electronic Games (Further correction)
Dates: Winter '81 - Aug. '85
of issues: 38 + 3 annuals
(Thanks to Frank Polosky)
- 2) Title: Arcade Express (New Item)
Dates: Aug. 1 1982 - ? # of issues: 1 ?
Publisher: Reese Publishing Co.
Comment: Bi-weekly newsletter by Electronic Games. (Thanks to Scott Stilphen)
- 3) Title: Atari Age (Newspaper format) (New)
Dates: Spring '81 - Summer '81 ?
of issues: 2 ? Publisher: The Atari Club
Comments: The original Publication before switching to magazine format. RARE.
(Thanks to Scott Stilphen)
- 4) Title: Intellivision News (More Info)
Dates: ? - 1983 # of issues: 6 ?
Comment: The official magazine of the Intellivision Owners Club. No set frequency. Contained interviews, tips, & product information. No club exclusives. (Thanks to Ralph Linne)
- 5) Title: Odyssey Adventure (More Info)
Dates: Winter '82 - Winter '83 ?
of issues: 2 ? (Thanks to Russ Perry Jr.)
- 6) Title: Colecovision Experience (More Info)
Dates: Spring '83 - Winter '84
of issues: 3 (Thanks to Russ Perry Jr.)
- 7) Title: Vidiot (More Info)
Dates: Sept/Oct '82 - Apr/May '83 ?
of issue: 5 ? (Thanks to Russ Perry Jr.)

CORRECTIONS:

- 1) Electronic Games became Computer Entertainment not Electronic Entertainment in May '85.
- 2) Video Games Player/Computer Games published exactly 10 issues.
- 3) Video Games had exactly 21 issues and no annuals.
- 4) Electronic Fun had exactly 19 issues and no annuals.
- 5) Joystick had exactly 9 issues.
- 6) Colecovision Experience had exactly 3 issues.
- 7) Lastly, Joystick should have been spelled Joystik.

AND FINALLY.....

After two years of doing this particular newsletter or fanzine if you will, I still enjoy doing it as much now as I did with the initial issue. I also would like to thank all of our contributors and our readers. Classic gamers are a very small piece of todays current video game pie, yet we are still a force to be reckoned with. While most of us started out years ago devoted to only one system we are now seeing what the other systems and their games are like. As I stated in the first issue, it doesn't matter which system you own, they are all special in their own way. Lets all keep the spirit and history of all the classic systems and games alive for sometime to come. Once again I thank you all!!!

CS&G Monthly is published 10 times a year. 8 monthly issues plus double summer and holiday issues.

Subscription Rate:

\$16.50 1 year 10 issues

8.50 1/2 year 5 issues

Back issues are currently available for \$2.00 each. Write for list.

All classified ads are \$1.00 for two issues.

Send all letters, questions, subscription requests, game reviews, criticisms, or whatever else is on your mind to:

Jeff Adkins
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Need help with a game?

Call me at (716) 591-1519. After 5 p.m.

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THE CAST:

Editor: Jeff Adkins

Contributors: Mark Androvich, Al Backiel, Ben Hutchins, Mike Schiela, Scott Stilphen

Publisher: Beevis and Butthead

Delivery Supervisor: Art Gridley

Guest Stamp Lickers: Greg the Quiet One & Dan the Man. Great Job!

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